

STACK MAP  
LEGEND 190

"0" = INTEGER  
"1" = OBJECT

FIG. 1

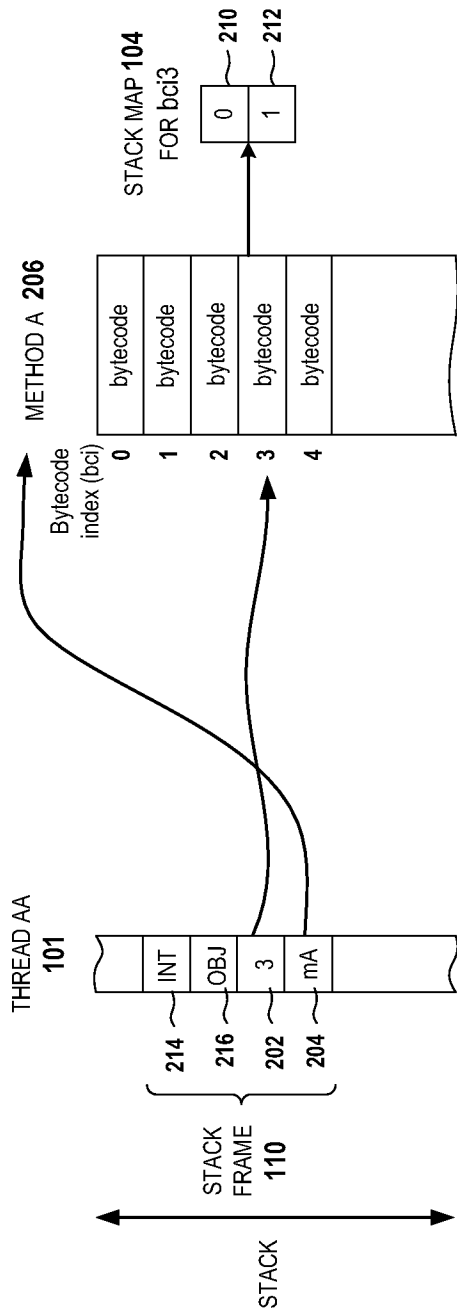


FIG. 2

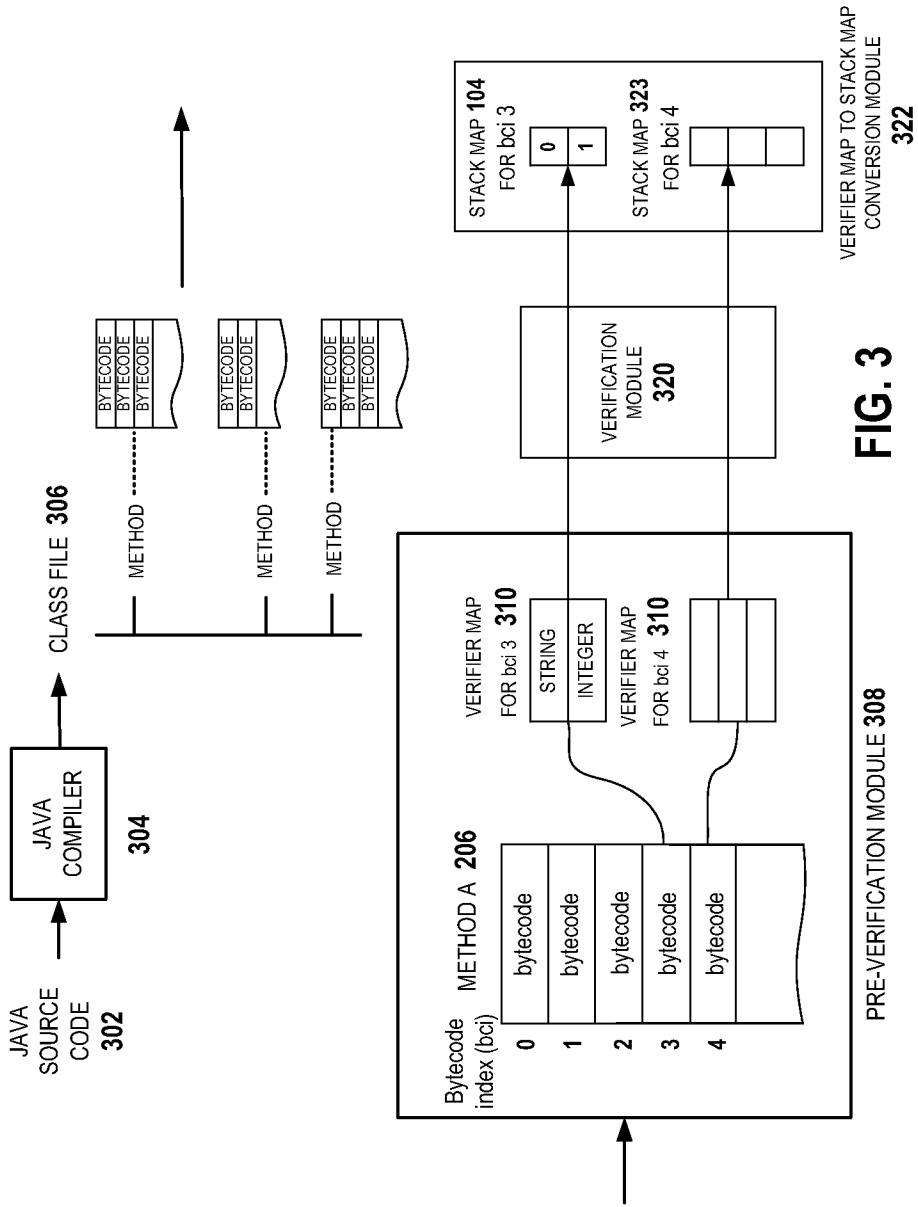
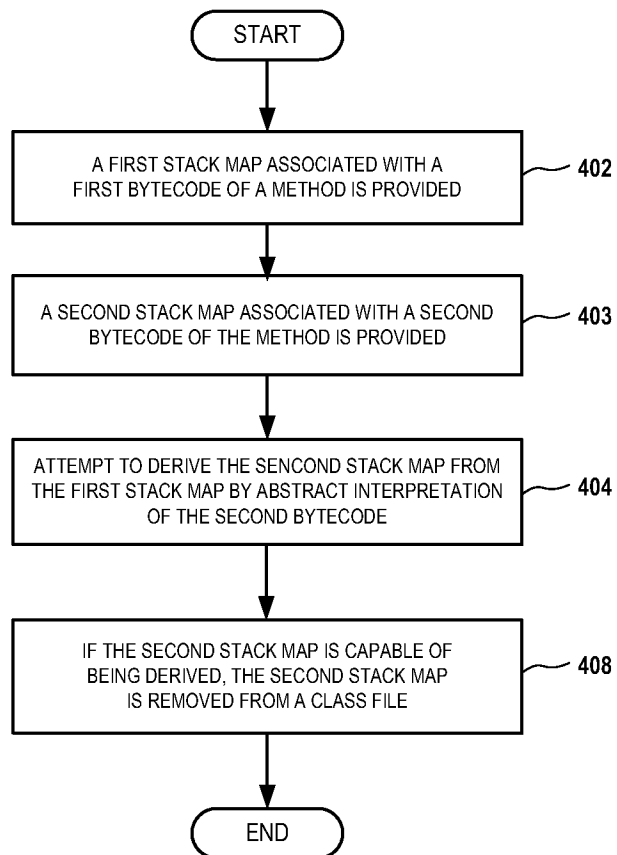


FIG. 3



**FIG. 4**

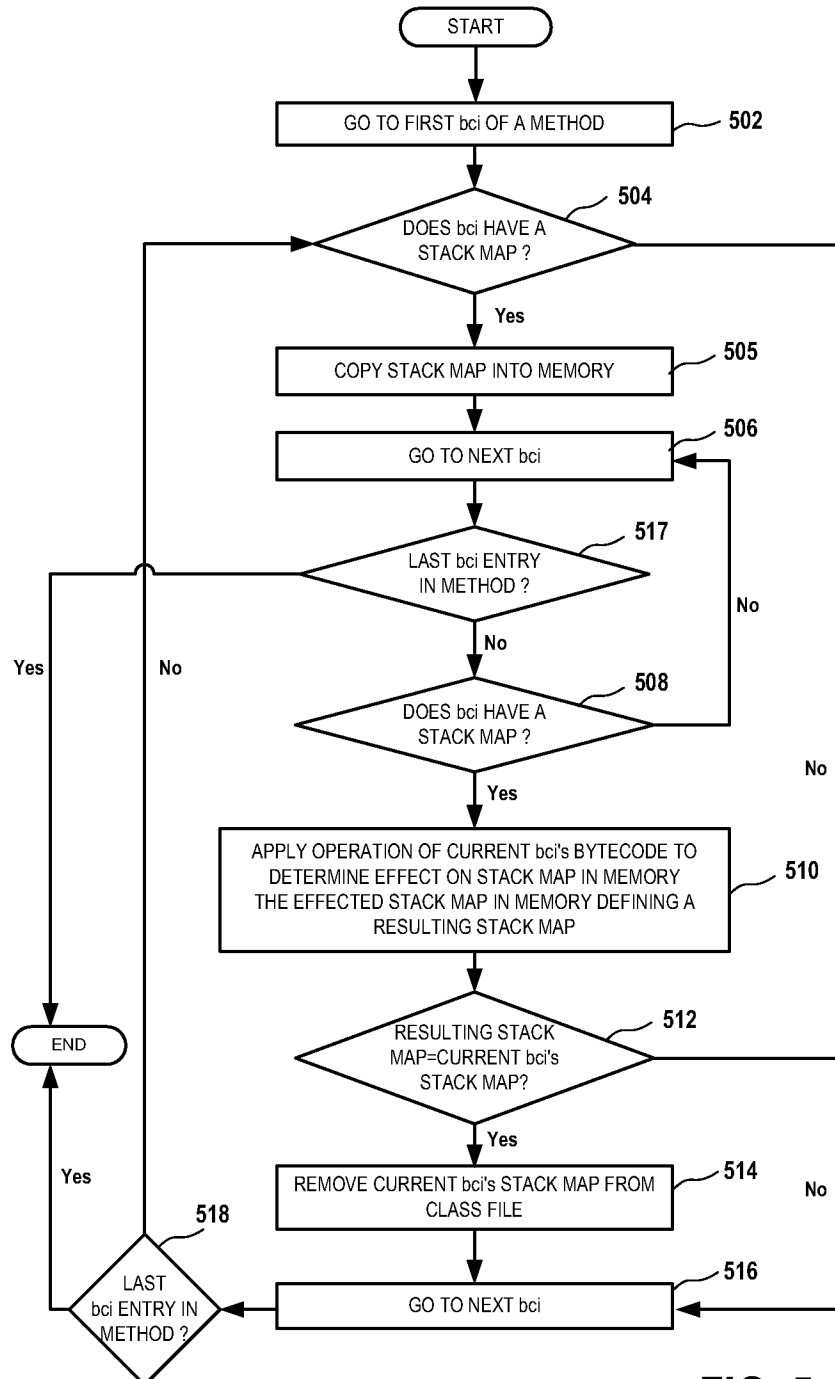


FIG. 5

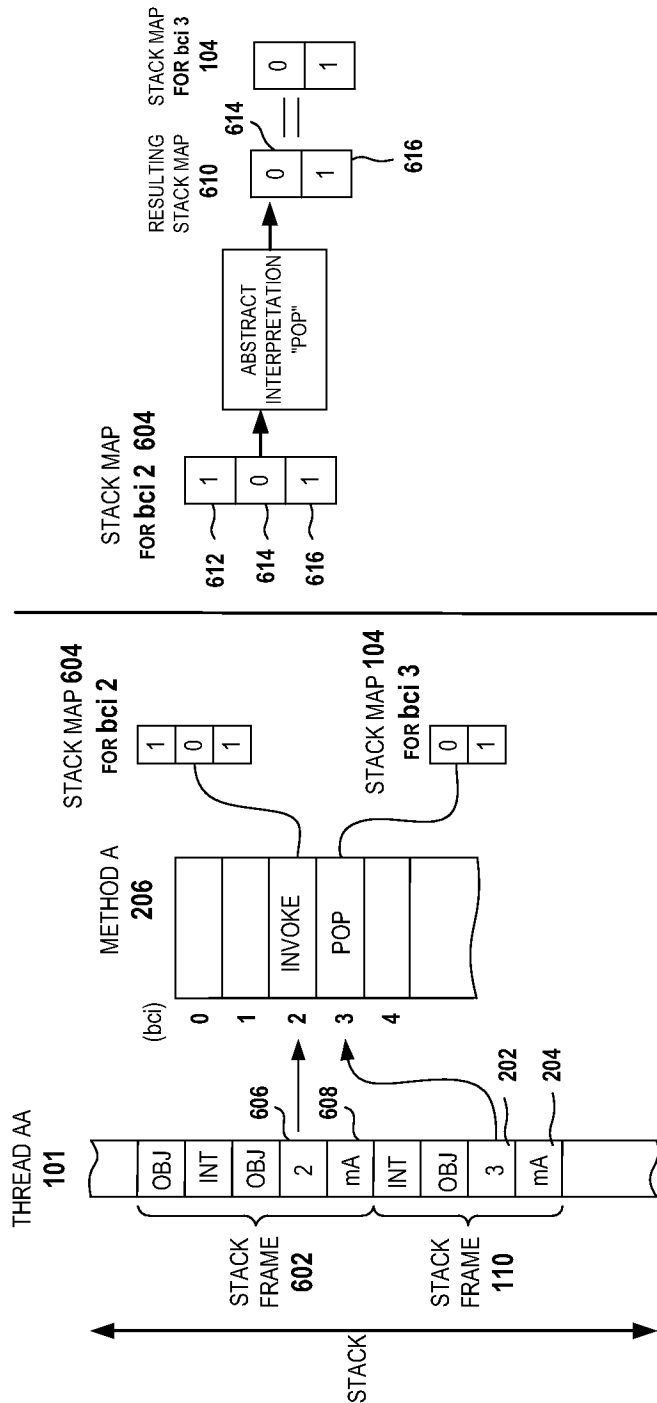


FIG. 6B

FIG. 6A